

Candy Crush Saga Is Evil

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Additional Tags:	inspired by 2013 memories , inspired by glove and boots , characters playing candy crush , addictive evil crushy candy , that's what this game is , so don't play it , or else what confetti did could happen to you , SO MUCH GOING ON HERE , A lot happened here , this game is complete evilness , also another callback to my roots , as i wrote a candy crush addiction story , as only my third episode , wow have i gone so far in this series
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Candy Crush Saga Is Evil

by [43times24plusone](#)

Summary

Lexee and Confetti Carnivale show the dangers of playing the addictive game of Candy Crush Saga. (#ZLFW18)

Notes

Inspired by the Glove and Boots video of the same name.

I wrote a Candy Crush addiction episode as only my third episode of this colossal Lalaloopsy series, so this is sort of another callback to my roots, 899 episodes later. This sure was fun to put together, and I think Lexee and Confetti did show the dangers of playing Candy Crush well here! Maybe this is some advice that Crumbs could be taking later on!

Enjoy this fun little Lalaloopsy Candy Crush adventure I put together!

Confetti Carnivale showed Lexee a new computer that she got, with Candy Crush showing on the screen. "Lexee, look at this new computer I got for "Let's Play Candy Crush!" Confetti said as she showed Lexee the computer screen. "Confetti, don't play that game! It's not just candy! It's evil, evil candy!" Lexee told Confetti. "That's stupid! I'm playing it!" Confetti said, as she was about to approach the computer, but Lexee went and closed the game on her. "Oh my god!" Confetti said as she saw what happened. "You know how people say that video games can be bad for you? Well, this game actually is! It's addictive, evil, crushy candy!" Lexee told the viewers. "But, candy!" Confetti said, as Lexee walked out of the scene.

"Candy Crush Saga is a casual, low commitment, evil puzzle game," Lexee told the viewers, as the Candy Crush Saga logo appeared, and gameplay of that game was shown. "It's kind of like Tetris, or those gem breaking games," Lexee said as Tetris and Bejeweled appeared on the screen. "Ooh, I love those games!" Confetti said as she entered the scene again, then left. "Candy Crush can be played on mobile devices or on Facebook. Which means while you're wasting time on Facebook, you'll waste even more time playing Candy Crush," Lexee told the viewers, as the ways to play Candy Crush were shown on the screen. "Sounds good, I'm in," Confetti said as she walked in, then back out to play the game. "No, seriously, don't do it!" Lexee told Confetti.

"Complete Evilness 1 of 4: Time Waster," I narrated as that displayed on the screen. A screen recording of Confetti's Facebook page was shown where she was about to play the first level of Candy Crush. "Okay, it says I have to get 300 points," Confetti said. "You should seriously stop," Lexee said. "Quiet! I have to concentrate on my candies!" Confetti said. "Oh man," Lexee said, knowing Confetti's about to play. "Okay, yellow goes with yellow," Confetti said as she matched a yellow candy. "I can't watch this," Lexee said as she left the scene. A bit later, Confetti completed the first level. "It says wonderful! Why thank you, Mr. Candy Crush! Sorry for putting such a beat down on your level one!" Confetti said after completing the first level, and hearing the victory song. A little bit later, Confetti played a few more levels. "Well, I must say I found the music very relaxing, and I have just beaten level 19! How long have I been playing?" Confetti asked. "Uh, seven hours," Lexee answered. "What?!" Confetti asked.

"Complete Evilness 2 of 4: Infecting Your Friends," I narrated as that displayed on the screen. "You can waste all day listening to the soothing sounds of Candy Crush," Lexee told the viewers. A screencap of Confetti playing, where the voice said "Tasty!" appeared on the screen. "Whoo, that voice is so pleasant! Is that Barry White?" Confetti asked. "But that's not even the worst part, it's a social game too! It'll spread itself to your friends!" Lexee told the viewers. "Okay, it says I need tickets to cross this lake of lemonade, what the heck is going on?" Confetti asked as the message appeared on the screen. "It wants you to ask your friends for help," Lexee answered. "What?" Confetti asked. "When you run out of lives or need to get to higher levels, Candy Crush makes you ask your friends for help," Lexee answered. "But I do not want anyone to know I am playing this terrible game!" Confetti said. "Well, you could pay to get to the next level," Lexee said. "Pay?" Confetti asked. "Yeah, give Facebook your credit card number, 'cause that's always a good idea," Lexee answered.

"Complete Evilness 3 of 4: It Wants Your Money," I narrated as that displayed on the screen. "There will come a time when the nice Candy Crush carnival barker you thought was your friend will come and ask you for money," Lexee told the viewers, as that window appeared on the screen. "Curse you, level 94, with your licorice prison cells and caustic chocolate! I have been stuck here for three weeks!" Confetti said after losing level 94, again. A screen then popped up for Confetti to buy power ups, which got Confetti an idea. "Lexee, where do we keep the credit cards?" Confetti asked. "No!" Lexee answered. "Oh, please! I need to buy the magic paintbrush and extra lives and I can send jelly boosters to all of my friends!" Confetti said. "You sound like a crazy person!" Lexee said. "When I shut my eyes, all I see is candy! I think I need help!" Confetti said.

"Complete Evilness 4 of 4: Completely Addictive," I narrated as that displayed on the screen. "Harmless, you say? Just candy, you say? No, Candy Crush only wants one thing, your brain," Lexee told the viewers. "That is stupid!" Confetti said as she entered the scene. "The following is the natural progression of a Candy Crush player, so if you have a weak stomach, please look away. Remember, we're doing this so you don't have to," Lexee told the viewers. The Candy Crush Saga experience dramatization started here. "I don't get it! This game is stupid!" Confetti said. "Tasty!" the game said as Confetti made some more matches. "Okay, not so bad," Confetti said as she made another match. "Delicious!" the game said. "I made a candy bomb! Woo hoo!" Confetti said. Confetti lost the game, as the game said "Addictive!" right after. "Impossible! I hate this! So stupid! I quit you, Candy Crush!" Confetti said, as she left for a bit. "Keep playing!" the game told Confetti. "Okay, just one more game," Confetti said as she hopped back on and continued playing. "Mmm, gimme your soul," the game told Confetti as Confetti made a striped candy match. "Candy, so much candy," Confetti said, already really drawn into the game.

"We're not saying that it's not fun," Lexee said. "It is!" Confetti said. "We're just saying that it's evil," Lexee said. "It is!" Confetti said. "Wait a minute, I thought you were hooked on Candy Crush," Lexee said. "I'm not doing that anymore! I'm going to find more time to go out to parties, as that's my thing after all!" Confetti said. "Good for you!" Lexee said. Confetti looked up something on her computer, which caused Lexee to just turn around and face the viewer, as this Lalaloopsy Candy Crush adventure ends right here.

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